

Origami Constructible Numbers

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Euler Circle Independent Research

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Straightedge and Compass Constructions

1. Creating the line through two existing points
2. Creating the circle through one point with center another point
3. Creating the point which is the intersection of two existing, non-parallel lines
4. Creating the one or two points in the intersection of a line and a circle (if they intersect)
5. Creating the one or two points in the intersection of two circles (if they intersect).

What are Origami Constructible Numbers?

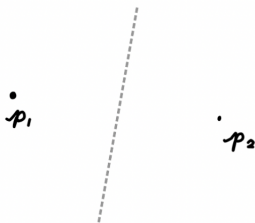
A number x is origami constructible if, given two points, 0 and 1 on the x -axis, a series of folds can be performed in which two creases intersect on the paper such that the distance between the two creases equals x .

Origami's Expansion of the Constructible Field

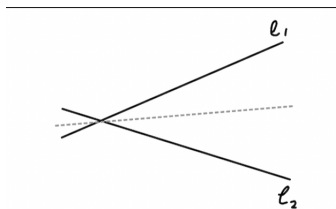
Given two distinct points p_1 and p_2 , there is a unique fold that passes through both of them.



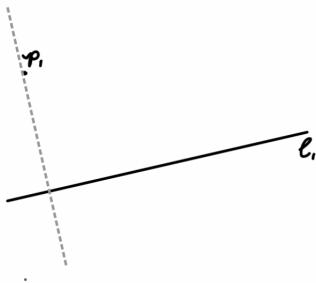
Given two distinct points p_1 and p_2 , there is a unique fold that places p_1 onto p_2 .



Given two lines l_1 and l_2 , there is a fold that places l_1 onto l_2 .

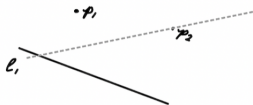


Given a point p_1 and a line l_1 , there is a unique fold perpendicular to l_1 that passes through point p_1 .

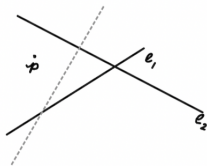


Origami's Expansion Pt 2

Given two points p_1 and p_2 and a line l_1 , there is a fold that places p_1 onto l_1 and passes through p_2 .

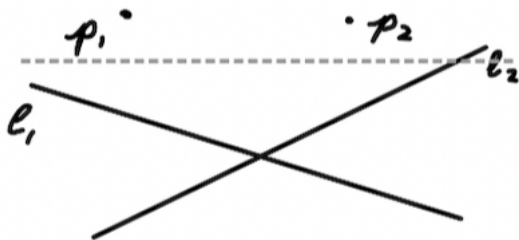


Given one point p and two lines l_1 and l_2 , there is a fold that places p onto l_1 and is perpendicular to l_2 .

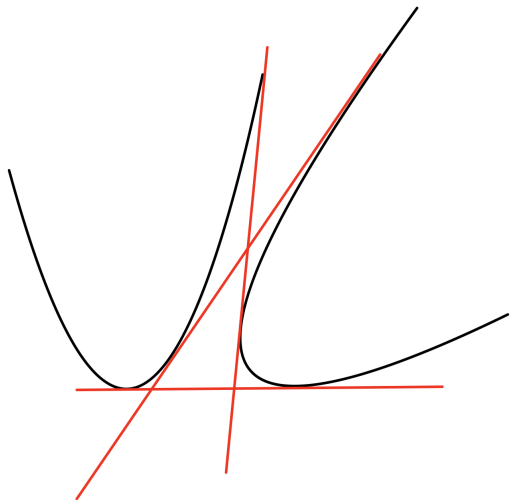


Beloch Fold

Given two points p_1 and p_2 and two lines l_1 and l_2 , there is a fold that places p_1 onto l_1 and p_2 onto l_2 .



Cubics and the Beloch Fold



Interesting Constructions

Doubling the cube, $\sqrt[3]{2}$, and the Beloch Square

Doubling the cube is one of the three delian problems:

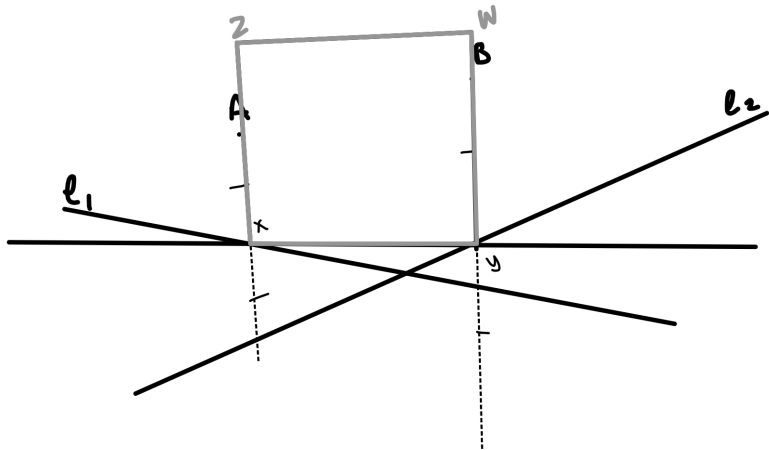
Given a cube with volume v , construct a cube with volume $2v$.

To do so, we need to construct the $\sqrt[3]{2}$.

The Beloch Square

Given two points A and B and two lines l_1 and l_2 , a Beloch square is a square $XZWY$ such that X and Y lie on l_1 and l_2 respectively, A lies on line XZ and B lies on line YW .

Doubling the cube, $\sqrt[3]{2}$, and the Beloch Square



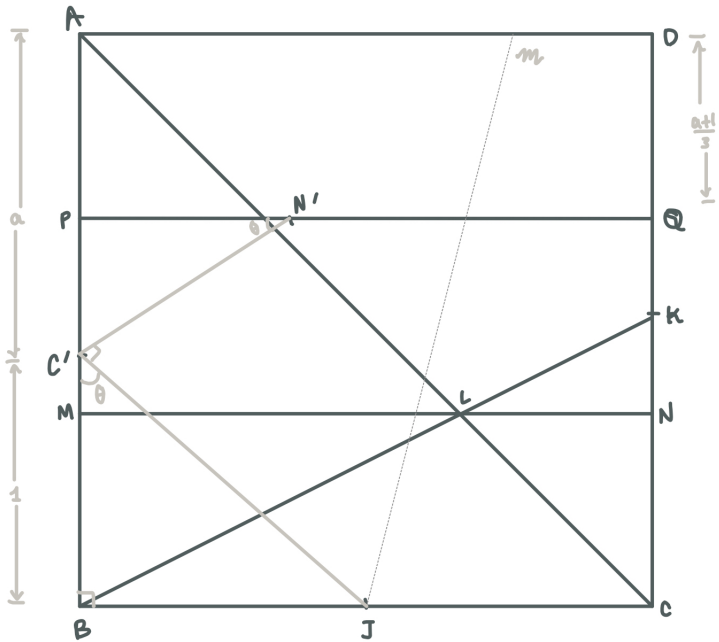
For a square $ABCD$,

1. Construct the midpoint J of side BC .
2. Construct midpoint K of side CD
3. Find the intersection L of lines AC and BK
4. Construct a line MN parallel to line BC through L
5. Construct a line PQ parallel to line MN halfway between MN and AD .

We have now divided side AB and DC into thirds with points M and P and N and Q , respectively.

6. Use axiom 6 to create fold m , placing C on AB at C' and N on PQ at N'
7. AC' is $\sqrt[3]{2} \cdot BC'$

$$\sqrt[3]{2}$$

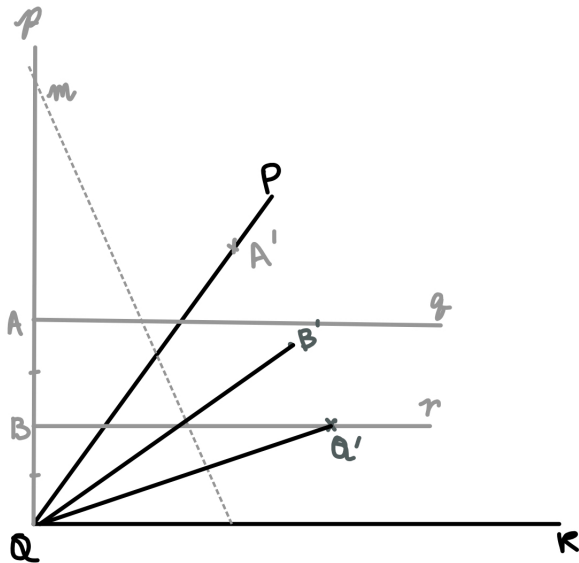


Angle Trisection

Given angle $\angle PQR$:

1. Allow line p to be the perpendicular to QR at point Q .
 2. Let the foot of any perpendicular q to p be A .
 3. Let the foot of a perpendicular r to p , B be a point equidistant from A and Q .
 4. We construct fold m placing A onto PQ at A' and Q onto line r at Q'
 5. Let point B' be the image of B reflected across fold m .
- PQB' , $B'QQ'$, and $Q'QR$ equally trisect angle PQR .

Angle Trisection



Squaring the Circle

Extra Articles

▶ <http://origametry.net/papers/amer.math.monthly.118.04.307-hull.pdf>

▶ <https://www.math.miami.edu/~armstrong/461sp11/ImpossibleConstructions.pdf>

▶ <https://www.cs.mcgill.ca/~jking/papers/origami.pdf>